EA SPORTS™
PRESENTS

SNS-9M-USA

MADDEN NFL '94

INSTRUCTION BOOKLET

ELECTRONIC ARTS®

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

About the Artists

Founded in May, 1988, Visual Concepts was created with the goal of bringing video game development to new heights. Consisting of a talented staff of twenty-four employees, Visual Concepts strives to create great video games through innovative design and technical excellence.

Avid players and fans of *John Madden Football,* Visual Concepts jumped at the chance of creating the Super NES version. John Schappert, the product's lead programmer, is a tremendous football fan himself, favoring his hometown Miami Dolphins. Currently John has taken a timeout from football to do the college thing.

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SUPER MULTITAP™

The Super Multitap™ lets up to five players butt heads or play as teammates.

Just plug the adapter into Port #2 on the Super NES®, and you're ready to go.

A controller icon corresponding with a colored star for each controller plugged in appears on the Player Select screen.

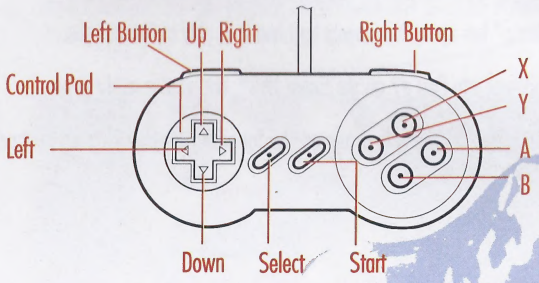
Player #	Color of Star
1	Yellow
2	Blue
3	White
4	Green
5	Gray

Control Pad ***LEFT/RIGHT*** to move your controller icon under the team of your choice.

NOTE The Super Multitap™ is not designed for use with the Super NES Scope or the Super NES Mouse.

To learn more about Game options, turn to Setting Up the Game on p. 7.

CONTROLLING THE GAME



Super NES Controller

Pausing the Game

- Press **START**

KICKING

- Kick the ball:

1) Press **B** to set the kicker in motion
2) Press **B** when orange bar reaches top of Power Meter to kick ball. The higher the bar, the farther the kick.

- Aim the ball: Control Pad **LEFT/RIGHT** while Power Meter is in motion.

- Move the kicking team to onside formation left before the kick:

1) Press **A** to call an audible
2) Press **A** to position team to left

- Move the kicking team back to its original formation:

1) Press **A** to call an audible
2) Press **Y** to position team

RECEIVING A KICK

Kick returners automatically field the ball and run unless you move them before or during the kickoff.

- Control Pad **UP/DOWN/LEFT/RIGHT:** Take control of kick returner.

BEFORE THE SNAP

Offense

- Snap the ball: **B**
- Call fake snap signal: **X**
- Call an audible (a different play at the line of scrimmage):

1) Press **A** The audible indicator appears on the screen.
2) Press **A**, **B** or **Y** to select designated plays. (See Audibles on p. 12.)

- Cancel an audible: **X**
- Set a man in motion: Control Pad **LEFT/RIGHT**

NOTE: The ball must be snapped before the 45-second Play Clock reaches zero or the offense will be penalized five yards.

Defense

- Control a different player: **B** or **X**
- Call an audible:

1) Press **A** The audible indicator appears on the screen.
2) Press **A**, **B** or **Y** to select designated plays

AFTER THE SNAP

Offense

Running

- Dive: **Y**
- "Umph": **B**
- Spin: **A**
- Hurdle: **X**
- Change directions: Control Pad **UP/DOWN/LEFT/RIGHT**

Passing

- Call up Passing Windows: **B**
- Pass to the player in window Y: **Y**
- Pass to the player in window B: **B**
- Pass to the player in window A: **A**

Receiving

- Dive for the ball: **Y**
- Activate the receiver closest to the ball: **B**
- Jump and raise hands: **X**

Punting

- See *Kicking* above

No-Huddle Offense

- Call a play in the no-huddle offense: Hold **A** after the whistle is blown. The playcalling screen for the formation you previously ran appears. Select a play from the formation.

Stop Clock Play

- Run the "QB Stop Clock" play:

1) Hold **Y** after the whistle is blown.
2) Press **B** to hike the ball. The quarterback takes the snap and throws the ball into the ground automatically as long as you don't take control of the QB by touching the Control Pad.

Defense

- Dive at ball carrier: **Y**
- Activate the defender closest to the ball: **B**
- Jump and raise hands to block a kick or intercept a pass: **X**

DURING INSTANT REPLAY

- Rewind: (hold) **Y**
- Run the tape (frame by frame): (hold) **X**
- Run the tape (normal speed): (hold) **B**
- Fast Forward: (hold) **A**
- Move the cursor that isolates the camera on one player or on one specific point on the field: ControlPad **UP/DOWN/LEFT/RIGHT**
- Rotate field: Button **LEFT/RIGHT**

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WELCOME TO THE NFL®!

Madden NFL '94 features 80 teams, including 28 1993 NFL teams playing a full 16-game schedule. It also features 12 all-time great franchise teams, 38 Super Bowl teams since 1966 and two "All-Madden" teams. These are the greatest teams ever assembled! If you've ever wondered how the rugged teams of old would match up against the flashy teams of today, this special edition will give you some insight. All we're missing is the grass stain on the uniforms.

STARTING THE GAME

1. Flip OFF the power switch on your Super Nintendo Entertainment System®.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into Port #1 on the Super NES.

If you're playing against a friend, plug the other Controller into Port #2.

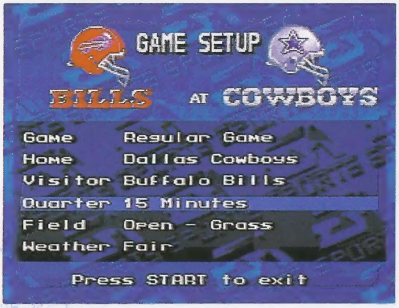
3. Insert the Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.

4. Turn ON the power switch.

The EA Sports and High Score logos appear. If you don't see them, begin again at step 1.

5. When Coach Madden's picture appears, press **START** to see the credits. Press **START** again to bring up the *Game SetUp* screen.

SETTING UP THE GAME



Use the Game Setup screen to customize your contest.

- Cycle through options: Control Pad UP/DOWN.
- Cycle through choices for the selected option: Control Pad LEFT/RIGHT.

(Defaults in **Bold** type)

GAME

REGULAR GAME: Play against the computer or a friend. Stats and records don't count.

ENTIRE SEASON: (Available only for 1993 teams) Play a season from beginning to end. Play one or all of the games and take any team to the Super Bowl.

SUDDEN DEATH: Play a sudden death overtime period.

PLAYOFFS:

1993 Playoffs:	28 1993 Teams
Championship Playoffs:	38 Teams of the Past
Franchise Playoffs:	12 Franchise Teams

To learn more about the playoff tournament, turn to ENTERING THE PLAYOFFS on page 24.

RESTORE SEASON: Resume a season or tournament in progress at the next scheduled game. (You must have already won a tournament game or have played a regular season game to select this mode.) *Turn to* Restoring a Season and Playoff Standings *on p. 26 to learn more about restoring a season.*

HOME

Select the team playing for the home crowd.

VISITOR

Select the visiting team.

Note: When you're playing in a tournament, the computer decides which player is the home team.

QUARTER

15 MINUTES
2 MINUTES
5 MINUTES
10 MINUTES

FIELD

OPEN - GRASS
OPEN - TURF
DOME - TURF

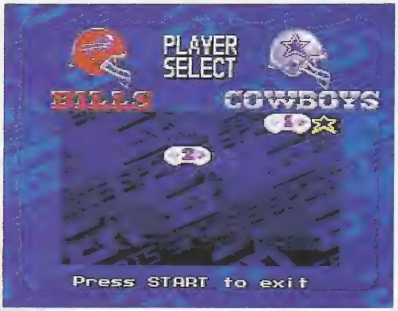
WEATHER

The weather can affect a game in an open stadium, but not in a domed stadium. The players tend to have better traction on artificial turf than on natural grass.

FAIR
WINDY
RAIN
SNOW
CHANGEABLE

When you've set up the game to your liking, press **START**.

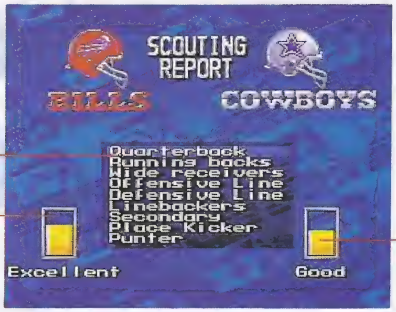
The PLAYER SELECT screen appears.



- Players select your teams: Control Pad **LEFT/RIGHT** to move the controller icon (on the screen) under the team helmet of your choice, then press **START** to exit.

PLAYING A REGULAR GAME

THE SCOUTING REPORT



When you exit the *Player Select* screen, The Scouting Report appears. Here both teams are compared in nine major areas. The higher the yellow bar in a team's rating graph, the more talent the team has in that area.

Press **START** to exit.

COIN TOSS/WIND

Before the referee can start the game, the coin must be tossed. The winner must choose to kick or receive, and the loser must choose which goal his team will defend in the first half. Press the Control Pad **LEFT/RIGHT** to toggle between Heads and Tails before the coin hits the ground.

If you lose the toss, you must choose a goal to defend. Look at the wind sock to see which direction (if any) the wind is blowing. Make sure to note which goal the wind is blowing toward, and remember that the wind blows with the same force and in the same direction for the entire game. Press **Y** to defend the home team's goal or **B** to defend the visiting team's goal.

RECEIVING THE KICK

If you're receiving the kick, your return man automatically catches the ball. If the return man catches the ball in the end zone he will remain in place until you run him out. If you do not run him out, the referee will signal a touchback. If the return man catches the ball in front of the endzone he will automatically move up-field. You can take over any time you wish by pressing the Control Pad.

Press the Control Pad in the direction you want the player with the star to move.

KICKING

Power Meter

The following kicking instructions apply to kickoffs, punts, and field goals.

1. Press **B** to snap the ball and start the Power Meter moving upward.
2. To aim the kick, Control Pad **LEFT/RIGHT** after you press **B**.
3. Press **B** again to stop the meter and strike the ball. The higher the meter is at the time when you stop it, the farther the ball will travel.

Onside Kick

1. Press **A** to call an audible.
2. Press **A** again to set the onside kick formation.

(If you change your mind and want to return to the normal kickoff formation, press **A** and then **Y**.)

3. Press **B** to start the Power Meter.
4. Press **B** again immediately while pressing the Control Pad **RIGHT**.

OFFENSIVE COORDINATION

Madden NFL '94 allows you the choice to control a play from the moment the ball is snapped till the referees blow it dead, or to simply call a play and watch it unfold. But before you can call a play, you have to select a set and a formation.

Press the Control Pad **UP/DOWN** to toggle through sets, formations, and plays. Press **A**, **B** or **Y** to choose the set, formation or play in the corresponding box. (*See* FORMATIONS *on page 27 for descriptions of each set and formation.)*

You can change your mind before you call a play by pressing the LEFT or RIGHT Triggers. This takes you to the set or formation selections. To change a play after you have selected a play, you must burn a timeout or take a delay of game penalty.

AUDIBLES

An audible changes the play at the line.

1. Press **A**. The Audible Indicator appears on the screen.
2. Press **A**, **B** or **Y** to select an audible.

Offensive Audibles

Hail Mary	Press **A**
HB Toss Sweep	Press **B**
Play Action	Press **Y**

Defensive Audibles

4-3 Monster Blitz	Press **A**
3-4 Wide Zone	Press **B**
4-3 Jam Middle	Press **Y**

SET AUDIBLES

You can program up to three offensive (and three defensive) audibles at any time between plays or whenever you're at the Game Paused screen

- To Set Audibles:

1) From the Game Paused screen, Control Pad **UP/DOWN** to highlight SET AUDIBLES, then press any button.

   The SET AUDIBLES screen appears.

2) Control Pad **UP/DOWN** to highlight the letter corresponding to the button of your choice, then press any button to select.

   The FORMATION screen appears.

3) Control Pad **UP/DOWN** to highlight the formation of your choice, then press the button corresponding to the formation to select.

   The PLAYCALLING screen appears.

4) Control Pad **UP/DOWN** to highlight the play of your choice, then press the button corresponding to the play.

The GAME PAUSED screen appears. Press **START** to return to the action.

HINT: *A fake snap might draw the defense offsides.* *Press **X***

RUNNING

The handoff on a running play is automatic. You take control after the handoff. The star symbol marks the ball carrier, and his jersey number appears so you know who he is. Use the Control Pad and the action buttons to move the ball carrier through the defense, or watch the computer execute the play you just called.

Dive	Press **Y**
"Umph"	Press **B**
Spin	Press **A**
Hurdle	Press **X**

PASSING

There are three receivers for every passing play, represented by the **Y**, **B** and **A** buttons. Pass to a receiver by pressing the corresponding button.

At the line of scrimmage you can send a receiver in motion by pressing the Control Pad **LEFT/RIGHT**.

After you snap the ball, wait for the passing windows to pop up before you press any buttons or the Control Pad. You can let the computer execute the play or you can press the button that matches the window of the intended receiver.

TAKING CONTROL OF THE QUARTERBACK

If you move the quarterback out of the pocket or off his designed roll-out by pressing the Control Pad in any direction, the computer will no longer execute the play. Then it's up to you to press **B** to bring up the passing windows, choose a receiver, and pass the ball.

Once the ball is in the air, the passing windows disappear. The target spot where the ball is headed appears on the field as a yellow, circled cross.

Press **B** to switch control to the intended receiver, then use the Control Pad to guide the receiver to the spot if he's not already there. Also, you can press **X** to raise the receiver's hands. This increases the chance of catching the ball.

- Reach for the ball: Press **X**

NO HUDDLE OFFENSE

When the clock's running down at the end of a half or at the end of a game, most teams don't take the time to huddle. At the end of a play you can go straight to the line of scrimmage in one of two ways:

- Press **A** right after the whistle.

or

- Select "No Huddle" from the Play Select screen. After the next play, the Play Select screen appears. It shows six plays, one of which is the play you just ran.

If you choose to run one of the the plays from the previously run formation, your team returns to the line of scrimmage without a huddle.

If you use the Control Pad to scroll through other plays, your team huddles up and, thus, takes more time off the clock.

You can also run a "Stop Clock" play where the quarterback throws the ball into the ground to stop the clock. This is useful when you're out of timeouts and you have an extra down to play with.

- Run a "Stop Clock" play: Press **Y**

SUBSTITUTIONS

When you're on offense, you can substitute your quarterback. If your backup signal caller is a better runner than the starting guy, you might want to put in the sub against a team that has given up zero yards passing.

You can only substitute before calling an offensive SET. You can't substitute if your quarterback has been injured earlier in the drive—because your substitute is already playing. Once you substitute for your quarterback, you can't bring the starter back until the half is over.

- To replace your quarterback:

1) Press **START** to pause the game, then press the Control Pad **DOWN** to SUBSTITUTE QB.
2) Press any button. Your quarterback is substituted, and you return to the playcalling screen.

DEFENSIVE COORDINATION

As with the offense, the computer will control the defense if you wish. In fact, you don't even have to call your own formations, sets and plays. If you don't choose a defense, your team runs the defense it ran the previous play. (See page 30 for a description of each set and formation.)

After calling a defensive play, you can select the man you want to control by pressing **B** or **X** until the star appears under that player.

The most important command to know on defense, after the ball is snapped, is the **B** button, which switches your control to the defensive player closest to the ball carrier. Move your defender with the Control Pad.

- Dive at ball carrier: **Y**
- Activate the defender closest to the ball: **B**
- Jump and raise hands to block a kick or interept a pass: **X**

TWO PLAYER—TEAMMATES

When playing in the *Teammates* mode, the player with Controller 1 controls the man on the YELLOW star. The player with Controller 2 controls the player on the BLUE star. On offense, the player with Controller 1 "is" the quarterback and is responsible for calling the plays and snapping the ball.

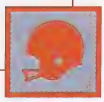
The player with Controller 2 may use the **B** button to take control of any of the other players on the field. In most cases, the Control 2 player will choose to act as either a running back or a pass receiver, but some people might like to play on the line, as Madden himself once did.

On passing plays, the player with Controller 2 can press to become the intended receiver after the quarterback passes the ball. On running plays, the player with Controller 2 must move the blue star to the proper running back before the ball is snapped in order to control the ball carrier. Otherwise, Controller 1 automatically controls the ball carrier.

On defense, your team benefits most if you take control of a linebacker or blitzing lineman.

When playing with the Super Multitap:

Player #	Color of Star
Player 1	Yellow
Player 2	Blue
Player 3	White
Player 4	Green
Player 5	Gray



PAUSE/TIMEOUTS

Each team is allowed 3 timeouts per half.

1) Press **START** to pause the game.

2) Control Pad **DOWN** to CALL TIMEOUT, then press any button.

The Play Call screen appears, and the playclock is reset to 45 seconds. Notice that one of your team's Timeout indicator lights is now off.

STATISTICS

To view the Statistics for a game:

1) Press **START** to pause the game.
2) Control Pad **DOWN** to Statistics.
3) Press any button.

INSTANT REPLAY

1) Press **START** to pause the game.

2) Control Pad **DOWN** to highlight Instant Replay, then press any button.

3) Follow the VCR-like control instructions in the left corner of the screen to operate the replay camera.

Hold **Y**: Rewind
Hold **X**: Replay Frame by Frame
Hold **B**: Replay at Normal Speed
Hold **A**: Fast Forward
Press **LEFT or RIGHT button**: Rotate Field
Press **START**: Stop Replay/Resume Game

If you wish to isolate a particular player or a particular portion of the field, use the Control Pad to position the yellow box over the player or portion of the field you want to isolate, then follow the above instructions.

PLAY CALL MODE

Madden NFL '94 features two methods of calling plays: Bluff Mode and Direct Mode.

Bluff Mode allows you to deceive a human opponent. Direct Mode is a more simple method of selecting plays.

■ Select Bluff Mode or Direct Mode from the Pregame screen or the Game Paused screen:

1) Control Pad **(DOWN)** to Play *Call Mode.*
2) Press any button. The Play Call Mode screen appears.

3) Control Pad (**UP/DOWN**) to highlight the option of your choice.
4) Press any button. Your selection is made, and you return to the Game Paused screen.

NOTE: *Direct Mode* is the default mode.

■ Call a play in Direct Mode: Control Pad (**UP/DOWN**) to move any of the three boxes over the play you wish to call, then press the button corresponding to that box.

■ Call a play in Bluff Mode: Control Pad (**UP/DOWN/LEFT/RIGHT**) to move the box over the formation you wish to call, then press **B**.

- Bluff the call: Control Pad (**UP/DOWN/LEFT/RIGHT**) to move the box over the play you wish to pretend to call, then press **B**.

When you press **B**, you hear the same "select" sound you hear when you press **Y**, but no play is called. In addition, you can choose more than one play with the **Y** button; only the last play you choose with the **Y** button is run.

- Exit the Play Call screen: **A**

SET MADDENISMS

You can play the game with John Madden's searing commentary, or you can play it and call it on your own.

- Turn Maddenisms on or off from the Game Paused screen:

1) Control Pad (**DOWN**) to *Set Maddenisms.*
2) Press any button. The Maddenism Selection screen appears.

3) Control Pad (**UP/DOWN**) to highlight the option of your choice.
4) Press any button. Your selection is made, and you return to the Game Paused screen.

NOTE: *Maddenisms On* is the default mode.

DRIVE SUMMARY

The Drive Summary displays the offensive plays run on the current drive. It shows the type of play (pass or rush), the yards gained or lost, and any penalties that have been called.

1) Press **START** to pause the game.
2) Control Pad **DOWN** to Drive Summary.
3) Press any button.

The Drive Summary screen appears.

4) Press **START** to return to the previous screen.

NOTE: If you don't see every play you ran during a drive, Control-Pad **(UP/DOWN/LEFT/RIGHT)** to scroll through the entire drive summary.

PLAYING A FULL SEASON

Now for the first time you can play a full 16-game NFL season with all 28 NFL teams. You can even play every game in the entire season and playoffs. Each week simply select the game or games you want to play, then go at 'em one at a time. Madden NFL '94 keeps a close eye on all season games and provides you with up-to-the-minute conference standings.

- To Play an Entire Season: From the GAME SETUP screen, Control Pad **RIGHT** to ENTIRE SEASON, then press **START**.

The NFL Schedule for Week #1 appears.

- To Play a game: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup of your choice, then press **B**.

A football appears in the box before each matchup, indicating you have chosen to play the game. If, after selecting a matchup, you decide you don't want to play, press **B** again and the football disappears.

You can play as many of Week #1's games as you want, but you must play at least one game to advance to the next week's schedule.

If you don't like the matchups you see, press **SELECT**. A new NFL SCHEDULE FOR WEEK #1 appears.

When you have selected the game(s) you want to play, press **START**.

The PLAY OPTIONS screen appears. Choose the quarter length, then press **START**.

NOTE You can't alter the field conditions or the weather in season games.

The PLAYER SELECT screen appears. Choose teams now.

The SCOUTING REPORT appears. You play a Season game the same way you play a Regular game.

AFTER A SEASON GAME

After a Season game, John Madden gives a post-game review, and the NFL SCHEDULE FOR WEEK #2 appears.

VIEWING TEAM SCHEDULES

From the NFL Schedule screen you can check out each team's schedule, the current standings for each conference, and the password you need to save your season in progress.

- To View a team's schedule: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup which contains the team whose schedule you want to view, then press **Y**.

The Team Schedule for the top team appears. You can view the Team Schedules for any team on the top team's schedule.

- To view the Team Schedule for another team: Control Pad **UP/DOWN** to highlight the team of your choice, then press **B**.

Team Schedule for that team appears. To return to the NFL Schedule screen, press **START**.

VIEWING CONFERENCE STANDINGS

- To View Conference Standings: Press **A**.

The standings for the conference represented by the top team appears. To view the standings of other conferences, Control Pad **LEFT/RIGHT**. To return to the NFL Schedule screen, press **START**.

SAVING A SEASON

The Password lets you save any number of seasons in progress. Copy it down and put it in a safe place after each contest or before you turn off the Super NES.

- To View the current password: From the NFL Schedule screen, Press **X**. The Current Password appears.

Press **START** to return to the NFL Schedule screen.

To learn how to restore a season-in-progress, turn to Restoring Season and Playoff Standings *on p. 26.*

ENTERING THE PLAYOFFS

Madden NFL '94 features three types of playoffs: one featuring the 1993 teams, one featuring the best teams ever, and one featuring the best franchise teams (players who played on the same team in different eras). All three types of playoffs work the same way.

- To Enter the Playoffs: From the GAME SETUP screen, Control Pad **LEFT/RIGHT** to highlight 1993 Playoffs, Champion Playoffs or Franchise Playoffs.
- To Select a team (Remember, you can play with any team.):

1) Control Pad **DOWN** to highlight the Visiting team.

2) Control Pad **LEFT/RIGHT** until the team of your choice appears.

3) When you're ready to go, press **START**.

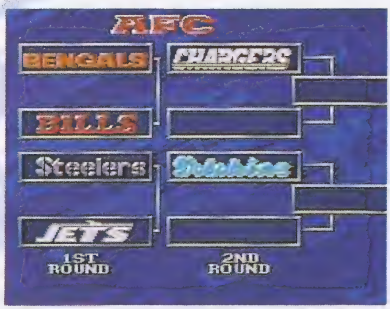
   The WILD CARD PLAYOFF screen appears.

- To Select a matchup: Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the matchup of your choice, then press **B**.

A football appears in the box before each matchup, indicating you have chosen to play the game. If, after selecting a matchup, you decide you don't want to play, press **B** again and the football disappears.

You can play as many of the Wildcard games as you want, but you must play at least one game to advance to the next round.

When you've selected the game(s) you want to play, press **START**. The PLAYOFF TREE appears.



- Control Pad **LEFT/RIGHT** to scroll the Playoff Tree.

When you're ready to move on, Press **START**. The PLAY OPTIONS screen appears.

Set up the quarter length as you would any other game, then press **START**.

NOTE You can't alter the field conditons or the weather in Playoff Games.

The PLAYER SELECT screen appears. Choose teams now, then press **START**.

The SCOUTING REPORT appears. Play a Playoff game as you would play a Season game.

AFTER A PLAYOFF GAME

After a Playoff game, John Madden gives a post-game review, and the DIVISIONAL PLAYOFFS screen appears. Select your game(s) as before, then press **START** to advance to the Playoff Tree.

SAVING THE PLAYOFFS

The Password lets you save the Playoffs in progress. Copy it down and put it in a safe place after each contest or before you turn off the Super NES.

- To View the current password: From a Playoff screen, Press **X**. The Current Password appears.

Press **START** to return to a Playoff screen.

To learn how to restore the playoffs-in-progress, see Restoring Season and Playoff Standings below.

RESTORING SEASON AND PLAYOFF STANDINGS

Madden NFL '94 saves any number of seasons-in-progress or playoffs-in-progress.

- To restore a season or a playoff:

1) From the Game Setup menu, Control Pad **LEFT/RIGHT** to highlight RESTORE SEASON, then press **START**.

The RESTORE SEASON screen appears.

2) Press the Control Pad **UP/DOWN/LEFT/RIGHT** to highlight the first character of your password, then press **B** to select the character.

(If you make a mistake, highlight the mistaken character and press **A**.) Repeat until you have completely entered your password, then press **START**.

FORMATIONS

NOTE: The "Flip" button on the playcall window lets you change the direction of any play. When you Flip, each play is run in the opposite direction. In other words, if you flip a sweep to the right, it becomes a sweep to the left.

- There are two ways to Flip the plays in the playcall window:

1) Control Pad **LEFT/RIGHT** to highlight FLIP.

2) Press **B**. Now select the play as you would otherwise.
or
Press **X**

Below is a list of the available formations.

SHOTGUN

This is primarily a passing formation because the quarterback receives the snap about five yards behind the line. He doesn't have to drop back to throw the ball, 'cause he's already there.

RUN & SHOOT

This formation has four quick receivers and a halfback. Guys with good hands who run forty yards in less than five seconds are the stuff defensive backs have nightmares about.

PRO-FORM

This is a version of the pro-set, where a fullback and a halfback line up beside one another and behind the quarterback.

FAR and NEAR

These terms simply describe where the halfback lines up. He's either far from or near to the strong side of the offensive line, that's the side where the tight end lines up.

I FORMATION

Two backs line up directly behind the quarterback. A great formation from which to run dives, sweeps and screens.

SINGLE BACK "JUMBO"

Two tight ends and one halfback make this a good rushing formation.

OFFENSIVE PLAYS

FLOOD

One of the most effective ways for a quarterback to beat zone coverage is to flood, or overload the zone with multiple receivers. A defender has to think twice about leaving his own zone to follow a receiver into another guy's zone.

CUT

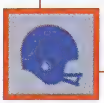
You've heard of turning on a dime. That's sportswriter talk. I never really understood why you'd want to do that, even if it was possible. I guess it means turning fast. I think cutting is a more accurate description of the ability to change direction. A guy's going one way and boom, he cuts and is going another way.

PULL

In a pull play the guard runs parallel to the line of scrimmage and turns up field when he clears the tight end. The running back follows right behind, a smile on his face.

TRAP

Like all good offensive plays, the Trap depends on deception to work. The idea is you "trap" a defensive guy into thinking one thing is happening, when really something totally different is going on. For example, you let a defensive end just walk into the backfield. You put up only token resistance. He's saying "Man, this is a piece of cake, I'm going to stuff this play and maybe get a sack." Suddenly an earth mover disguised as an offensive guard comes from an unexpected direction and the defensive guy is on his backside



wondering what happened. The runner jets through the area where the defensive guy was, when he was standing up.

COUNTER

A Counter play relies on misdirection. You try to sell the defense on the idea that the play is going right, for example, when in fact you want to go left. It's a tough sell. You send everybody but the water boy and the guy who's going to carry the ball in one direction. When you have them moving the "wrong" way, give the ball to the running back and he runs to daylight in the opposite direction.

SCREEN

A screen is a short pass caught behind the line of scrimmage. Usually the quarterback lures rushing defenders toward him and then loops a soft pass over their outstretched hands to a moving running back/receiver who follows a screen of blockers downfield.

PLAYACTION

Playaction (also called play fake) refers to a pass thrown after the quarterback has faked a handoff to a running back. The back tries to add to the deception by pretending to take the ball and follow blockers. The idea is that the fake delays the pass rushers, and makes the defensive backs run toward the line to help tackle the guy they think has the ball.

DRAW

The opposite of a play action pass. The QB drops back as if to pass and hands off to the running back who charges up the middle of the formation. By the time the rushing defenders realize the deception, their momentum may have taken them beyond the ball carrier.

QUICKOUTS

Sometimes called a square out. In this pass pattern the receiver takes a few steps upfield and makes a quick 90 degree cut to the nearest sideline. If he doesn't want to sit next to the water cooler for the rest of the game, he tries to stay in bounds.

CROSS

Most crossing patterns are the opposite of quickouts—the receiver turns toward the middle of the field. Some guys call them slants, but it just depends on the angle that the receiver runs.

POST UP

Post patterns are for fast guys. The receiver runs downfield and angles in toward the goal post. If the quarterback can really air out the ball, and the receiver can run like the wind, this bomb can score.

STOP CLOCK

Here the quarterback simply kneels or spikes the ball.

OFFENSIVE ALIGNMENTS

The sets and formations show how your offensive team lines up when you call certain plays (see OFFENSE, above). Remember: Not all formations are appropriate with every set. We're showing you the most common ones here. You'll be more competitive if you use these alignments in combination with the PLAYER RATINGS on the enclosed poster.

DEFENSIVE PLAYS

FORMATIONS

GOAL LINE

A good line up for stuffing the short run and goal line defense.

3-4

Featuring three down linemen with four linebackers, this defense is now the most popular in professional football. Used for short and medium zone pass coverage and containment against the run.

4-3

Standard four down linemen (two tackles and two ends) with three linebackers. It's most effective against short passes and the run.

NICKEL

Gets its name from the addition of a fifth defensive back (nickel back). When a pass is expected, many teams add a defensive back to their sets, and take out a down lineman or linebacker. Cover and Read sets are available.

DIME

When the defense is willing to mortgage the farm that the next play is going to be a pass, they might put in a sixth defensive back. This is the Dime defense or Dime package. Cover and Read sets are available.

DEFENSIVE ALIGNMENTS

The alignments show how your defensive team lines up when you call certain formations and sets (see DEFENSE, above). You'll be more competitive if you use these alignments in combination with the PLAYER RATINGS on the enclosed poster.

TEAMS

1993 Teams

AFC Central
Steelers
Oilers
Browns
Bengals

NFC Central
Vikings
Packers
Lions
Buccaneers
Bears

AFC East
Jets
Dolphins
Colts
Bills
Patriots

NFC East
Redskins
Giants
Eagles
Cowboys
Cardinals

AFC West
Seahawks
Raiders
Chiefs
Chargers
Broncos

NFC West
Saints
Rams
49ers
Falcons

1993 All-Madden Team

20-Year All-Madden Team

Super Bowl Teams Since 1966

Kansas City 66
Oakland 67
Baltimore 68
Kansas City 69
Dallas 71
Miami 72
Pittsburgh 75
Oakland 76
Denver 77
Pittsburgh 78
Philadelphia 80
San Francisco 81
Washington 82
San Francisco 84
New England 85
New York 86
Denver 87
San Francisco 89
Buffalo 90

Green Bay 66
New York 68
Minnesota 69
Baltimore 70
Washington 72
Minnesota 73
Dallas 75
Minnesota 76
Dallas 77
Los Angeles 79
Oakland 80
Cincinnati 81
Los Angeles 83
Miami 84
Chicago 85
Washington 87
Cincinnati 88
New York 90
Washington 91

All Star Franchise Teams Since 1950

AFC	NFC
Dolphins	Cowboys
Raiders	Giants
Colts	Redskins
Chiefs	Packers
Browns	49ers
Steelers	Bears

CREDITS

DESIGN ADAPTED BY: Michael Kosaka, Happy Keller, Visual Concepts
STRATEGY BY: John Madden
EXECUTIVE PRODUCER: Scott Orr
PRODUCED BY: Happy Keller
ASSISTANT PRODUCER: Michael Lubuguin
TESTING: John Vilandre, Michael Caldwell, Brian H. Reed, Greg Kawamura, Antonio Barnes
SCOUTING REPORTS: Mike Madden & Joe Madden
PLAYER STATS: James Bailey, Michael Rubinelli, Gordon Bellamy
DEVELOPED BY: Visual Concepts
PROJECT LEADER: Gregory A. Thomas
LEAD PROGRAMMER: John Schappert
LEAD ARTISTS: Matthew Crysdale, Eric Browning
SOUND AND MUSIC: Brian Schmidt
ADDITIONAL PROGRAMMING: Scott L. Patterson, Steven Chiang, Tim Meekins
SOUND AND MUSIC ENGINE: Jason Andersen, John Schappert
ADDITIONAL ARTISTS: Alvin Cardona, Dean Lee, Leandro Penaloza
PLAY IMPLEMENTATION: Jeffrey J. Thomas
TECHNICAL ASSISTANCE: Anthony Caton, Alick Dziabczenco, Jonah Stich
TECHNICAL DIRECTOR: Rob Harris
PRODUCT MANAGER: Bill Romer
ART DIRECTOR: Nancy Waisanen
PACKAGE DESIGN: E.J. Sarraille
PHOTOGRAPHY: JOHN MADDEN PHOTO-Henrik Kam
NFL FOOTBALL FIELD PHOTO-Long Photography/NFL Photos
DOCUMENTATION: J. Poolos, T.S. Flanagan, R.J. Berg
DOCUMENTATION LAYOUT: Laurie Lau
QUALITY ASSURANCE: Bill Scheppler, Glenn Chin, Walter Ianneo
SPECIAL THANKS TO: Sandy Montag, Gene Goldberg, William Robinson, Kyra Pehrson, John Boerio, John Williams

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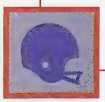

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MADDEN NFL® '94 SUPER BOWL PLAYER RATINGS

NATIONAL FOOTBALL CONFERENCE

AMERICAN FOOTBALL CONFERENCE

MADDEN NFL '94

EA SPORTS ELECTRONIC ARTS

MADDEN GREATS

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	16	12	15	4	4
QB2	12	12	12	4	6

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	34	15	15	15	7
HB2	20	15	15	13	3
FB	44	15	15	13	6

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	80	14	12	6	14
WR2	21	15	11	8	12
WR3	84	7	11	4	7
WR4	25	7	11	5	7
TE1	87	8	9	5	9
TE2	89	9	9	6	9

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	78	265	14	12
LG	63	256	14	12
C	52	279	15	12
RG	73	250	12	11
RT	66	252	11	9

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	13	12	13	12
LT	75	11	9	12	12
RT	54	8	13	9	9
RE	95	12	11	13	14

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LLB	59	15	12	14	15
MLB	58	15	12	15	15
RLB	56	13	12	12	14
PLB	83	12	12	12	14

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	42	15	15	15	15
FS1	32	15	14	14	15
RCB1	47	13	15	14	13
LCB1	28	13	7	13	13
RCB2	24	15	12	15	15
LCB2	22	11	15	10	11
FS2	45	15	12	14	15

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	7	11	15
P	8	10	12

	NO.	SPEED	AGILITY	BRK TACKLES
KR	30	15	15	11
PR	81	11	10	5

ALL MADDEN '93

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	8	9	13	8	7
QB2	9	13	14	5	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	22	15	15	15	9
HB2	20	13	15	11	6
FB	44	6	2	3	7

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	80	12	13	11	12
WR2	88	13	14	15	15
WR3	81	10	13	8	12
WR4	86	11	11	11	10
TE1	84	5	5	6	8
TE2	41	7	5	5	6

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	280	8	8
LG	61	270	12	10
C	76	292	15	8
RG	69	280	11	8
RT	79	315	12	10

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	12	9	13	13
DLT	90	5	7	5	4
DRT	97	10	10	9	8
RE	94	13	11	12	12

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	59	13	9	14	14
LILB	56	14	11	14	14
RILB	57	15	12	15	15
ROLB	58	15	13	15	15

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	25	12	14	12	12
FS1	49	14	14	11	14
RCB1	22	14	12	14	14
LCB1	21	14	9	11	14
RCB2	31	13	12	12	13
LCB2	26	15	15	15	15
FS2	38	14	14	13	14

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	7	15	11
P	18	15	6

	NO.	SPEED	AGILITY	BRK TACKLES
KR	21	15	13	3
PR	23	13	7	3

KANSAS CITY CHIEFS 1966

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	16	9	9	5	5
QB2	10	2	4	5	5

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	21	12	11	10	6
HB2	23	9	10	9	7
FB	32	9	10	11	7

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	88	7	9	5	7
WR2	89	13	11	8	13
WR3	80	5	4	1	4
WR4	25	5	3	1	4
TE1	84	7	5	2	4
TE2	44	3	4	1	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	292	14	12
LG	71	260	14	12
C	66	246	10	8
RG	64	267	10	8
RT	73	253	10	8

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	75	7	9	8	6
LT	58	7	11	7	6
RT	86	7	15	8	7
RE	85	7	9	8	8

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LLB	78	13	10	12	13
MLB	69	7	8	8	8
RLB	55	9	4	7	8
PLB	35	7	3	6	6

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	20	15	11	15	15
FS1	42	15	11	14	15
RCB1	22	13	10	13	13
LCB1	24	15	9	14	15
RCB2	18	8	11	7	8
LCB2	14	7	9	7	7
FS2	17	7	11	6	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	15	2	12
P	44	13	15

	NO.	SPEED	AGILITY	BRK TACKLES
KR	18	12	11	8
PR	21	7	9	4

KANSAS CITY CHIEFS 1969

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	16	5	9	3	3
QB2	10	4	8	4	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	21	10	11	11	12
HB2	6	8	9	9	4
FB	45	9	11	9	8

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	25	8	5	2	3
WR2	89	10	6	3	6
WR3	30	9	4	2	4
WR4	32	3	3	0	2
TE1	84	3	3	1	3
TE2	88	3	3	0	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	274	13	11
LG	71	260	15	13
C	55	236	10	8
RG	76	253	13	11
RT	73	260	10	8

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	75	7	12	8	8
LT	61	5	9	5	6
RT	86	9	15	8	10
RE	87	7	12	7	6

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LLB	78	14	9	15	14
MLB	63	14	12	13	14
RLB	51	13	6	13	15
PLB	66	10	4	9	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	46	15	12	15	15
FS1	42	15	12	15	15
RCB1	18	14	12	15	14
LCB1	40	12	12	12	12
RCB2	20	6	13	6	6
LCB2	17	7	13	7	7
FS2	22	9	11	8	9

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	15	12
P	44	13	15

	NO.	SPEED	AGILITY	BRK TACKLES
KR	6	13	13	9
PR	22	13	13	6

PITTSBURGH STEELERS 1975

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	11	12	5	5
QB2	17	1	6	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	20	10	11	10	6
HB2	33	8	8	8	7
FB	32	12	14	14	9

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	82	14	6	2	7
WR2	88	8	7	4	7
WR3	43	3	3	1	2
WR4	86	5	3	1	4
TE1	87	3	3	1	4
TE2	84	3	3	0	2

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	55	262	13	11
LG	50	249	9	7
C	56	260	13	11
RG	72	240	9	7
RT	71	255	9	7

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	68	9	10	8	11
LT	75	10	12	7	11
RT	63	7	8	6	5
RE	78	8	7	6	6

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LLB	59	15	8	14	13
MLB	58	12	7	13	15
RLB	34	10	4	10	10
PLB	51	9	4	9	9

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	23	15	13	14	15
FS1	27	13	13	12	13
RCB1	47	15	12	15	15
LCB1	24	14	13	13	14
RCB2	31	8	13	8	8
LCB2	45	10	13	9	10
FS2	36	7	12	6	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	10	9	13
P	39	6	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	44	13	13	9
PR	27	11	12	7

GREEN BAY PACKERS 1966

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	15	11	12	4	4
QB2	12	2	9	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	22	9	9	8	8
HB2	5	5	5	5	5
FB	31	10	11	9	12

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	84	13	9	6	9
WR2	86	7	5	3	4
WR3	85	5	4	1	4
WR4	80	5	4	1	4
TE1	81	5	6	3	4
TE2	88	3	4	1	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	250	11	8
LG	63	245	8	5
C	50	234	13	10
RG	64	246	9	6
RT	75	251	11	8

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	87	12	10	10	12
LT	77	6	8	7	7
RT	74	6	8	6	7
RE	82	7	6	8	8

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LLB	69	13	4	13	13
MLB	66	13	11	13	13
RLB	60	13	5	13	14
PLB	56	8	4	9	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	40	14	13	14	14
FS1	24	12	13	12	12
RCB1	21	14	13	13	14
LCB1	26	14	13	14	14
RCB2	37	7	14	6	7
LCB2	45	5	13	6	5
FS2	43	7	14	6	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	34	1	2
P	44	9	10

	NO.	SPEED	AGILITY	BRK TACKLES
KR	44	12	12	9
PR	44	15	15	15

BALTIMORE COLTS 1970

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	19	10	11	3	3
QB2	15	3	8	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	36	7	8	6	5
HB2	40	4	4	5	4
FB	45	6	5	3	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	33	9	8	5	7
WR2	87	11	9	5	8
WR3	28	5	4	2	4
WR4	27	6	4	2	4
TE1	88	9	5	3	6
TE2	84	7	5	2	5

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	72	251	11	7
LG	62	250	7	4
C	50	234	11	8
RG	75	256	7	4
RT	71	250	7	4

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	78	10	10	9	13
LT	74	5	6	6	6
RT	76	7	4	6	5
RE	85	8	4	7	7

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LLB	56	11	4	13	12
MLB	32	13	9	13	12
RLB	83	12	9	12	12
PLB	51	8	4	7	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	20	13	12	13	13
FS1	21	12	11	13	12
RCB1	35	10	11	10	10
LCB1	47	11	12	11	11
RCB2	30	5	11	5	5
LCB2	32	6	11	5	6
FS2	42	5	11	4	5

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	80	5	4
P	49	15	15

	NO.	SPEED	AGILITY	BRK TACKLES
KR	35	15	15	15
PR	30	13	12	6

DALLAS COWBOYS 1975

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	10	11	7	7
QB2	19	0	0	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	26	9	9	9	9
HB2	21	9	8	9	3
FB	44	11	11	10	10

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	83	13	7	3	5
WR2	88	11	8	5	7
WR3	81	5	4	1	5
WR4	87	3	3	1	3
TE1	84	6	6	3	5
TE2	89	3	4	1	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	73	260	12	10
LG	54	251	8	6
C	62	255	13	11
RG	61	255	11	9
RT	70	259	8	6

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	72	11	14	11	10
LT	75	7	12	7	6
RT	63	6	9	6	5
RE	79	10	15	10	10

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LLB	52	12	4	12	12
MLB	55	12	11	14	13
RLB	50	13	6	14	13
PLB	58	9	5	8	9

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	41	13	12	13	13
FS1	43	14	13	12	14
RCB1	20	15	13	15	15
LCB1	46	14	13	14	14
RCB2	31	7	13	7	7
LCB2	42	8	14	9	8
FS2	45	7	13	7	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	15	9	5
P	8	6	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	26	13	12	9
PR	83	10	11	4

OAKLAND RAIDERS 1967

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	3	15	9	4	4
QB2	16	1	4	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	40	9	9	9	6
HB2	30	7	7	7	3
FB	35	10	9	10	12

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	89	9	8	5	7
WR2	25	13	14	7	10
WR3	81	7	5	3	4
WR4	23	5	4	2	5
TE1	33	13	7	6	6
TE2	86	3	5	2	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	245	7	6
LG	63	255	12	11
C	60	240	12	11
RG	65	241	7	6
RT	79	260	10	9

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	77	10	12	11	10
LT	53	9	14	10	9
RT	74	10	14	10	10
RE	83	11	14	12	12

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LLB	42	12	5	12	13
MLB	55	12	11	13	13
RLB	34	13	8	14	13
PLB	52	13	4	11	12

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	20	15	10	15	15
FS1	29	15	10	15	15
RCB1	24	15	11	15	15
LCB1	47	11	11	12	11
RCB2	26	7	12	7	7
LCB2	37	7	11	11	12
FS2	21	7	12	7	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	16	11	6
P	11	13	15

	NO.	SPEED	AGILITY	BRK TACKLES
KR	45	9	9	7
PR	21	13	13	9

DALLAS COWBOYS 1971

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	10	14	7	7
QB2	14	4	18	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	33	12	13	11	5
HB2	35	10	10	9	7
FB	32	8	9	9	12

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	22	15	9	5	8
WR2	19	10	7	3	5
WR3	31	5	4	1	4
WR4	86	3	4	1	3
TE1	89	6	5	3	5
TE2	87	3	4	2	3

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	64	256	9	7
LG	76	244	13	11
C	51	250	12	10
RG	61	249	13	11
RT	70	255	13	11

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	63	6	10	7	7
LT	75	8	15	9	8
RT	74	9	15	8	11
RE	66	9	13	10	9

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LLB	52	13	8	12	14
MLB	55	12	13	13	15
RLB	54	12	5	13	13
PLB	50	8	4	9	10

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	34	11	12	11	11
FS1	43	12	12	11	12
RCB1	20	14	12	14	14
LCB1	26	15	11	13	15
RCB2	46	6	10	5	6
LCB2	37	6	12	6	6
FS2	41	8	11	9	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	83	4	4
P	10	10	10

	NO.	SPEED	AGILITY	BRK TACKLES
KR	43	15	15	12
PR	43	8	7	4

OAKLAND RAIDERS 1976

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	12	12	3	3
QB2	15	1	9	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	28	10	9	8	7
HB2	40	9	8	8	6
FB	30	11	11	11	6

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	21	14	10	7	11
WR2	26	9	12	4	7
WR3	49	6	4	1	5
WR4	81	6	4	1	4
TE1	87	8	9	4	7
TE2	46	3	3	1	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	78	265	15	13
LG	63	255	15	13
C	50	249	10	7
RG	64	270	10	7
RT	75	261	10	7

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	72	11	10	10	11
NT	74	7	10	5	7
RE	60	8	10	9	11

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	41	12	5	10	11
LILB	39	12	6	10	12
RILB	58	8	5	8	8
ROLB	83	11	6	11	11
PLB	42	5	4	6	6

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	43	8	11	8	8
FS1	32	10	12	11	10
RCB1	24	12	10	12	12
LCB1	26	12	11	11	12
RCB2	52	6	11	6	6
LCB2	20	6	11	6	7
FS2	47	8	11	6	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	14	6	2
P	8	10	10

	NO.	SPEED	AGILITY	BRK TACKLES
KR	31	11	11	7
PR	20	12	12	6

NEW YORK JETS 1968

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	13	11	3	3
QB2	15	1	8	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	32	7	9	7	5
HB2	31	5	6	5	4
FB	41	10	10	10	6

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	83	12	11	8	13
WR2	13	13	12	9	14
WR3	29	8	5	3	6
WR4

MADDEN NFL® '94 SUPER BOWL PLAYER RATINGS

PITTSBURGH STEELERS 1978

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	11	10	4	4
QB2	15	0	1	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	20	10	9	10	6
HB2	38	8	9	7	3
FB	32	12	14	13	7

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	82	12	6	3	7
WR2	88	11	9	4	8
WR3	86	3	2	0	2
WR4	83	3	3	0	2
TE1	84	5	4	2	4
TE2	89	4	3	1	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	55	261	14	10
LG	57	256	10	6
C	52	250	14	11
RG	72	245	10	6
RT	74	240	10	6

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	68	10	10	9	9
LT	75	7	10	8	8
RT	64	5	8	5	5
RE	76	5	8	6	5

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LLB	59	13	12	12	15
MLB	58	13	11	12	15
RLB	51	11	3	12	11
PLB	56	7	4	9	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	31	12	13	11	12
FS1	23	11	13	12	11
RCB1	47	14	13	12	14
LCB1	29	13	12	14	13
RCB2	30	7	12	6	7
LCB2	21	10	14	11	10
FS2	28	7	13	6	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	10	9	2
P	5	7	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	30	14	14	9
PR	83	7	8	3

NATIONAL FOOTBALL CONFERENCE

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MADDEN NFL '94

EA SPORTS ELECTRONIC ARTS

WASHINGTON REDSKINS 1987

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	17	4	9	3	3
QB2	10	6	6	4	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	24	9	9	8	11
HB2	35	8	7	6	3
FB	38	11	10	10	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	83	12	9	5	8
WR2	84	13	10	7	10
WR3	81	7	7	4	5
WR4	89	9	5	3	4
TE1	85	3	4	2	6
TE2	86	3	5	2	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	66	305	15	13
LG	63	276	10	8
C	53	281	13	11
RG	69	272	10	8
RT	73	295	10	8

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	71	11	12	11	11
LT	65	6	14	6	5
RT	77	8	10	8	8
RE	72	13	13	12	14

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LLB	55	10	4	8	10
MLB	52	7	4	7	7
RLB	51	8	4	8	7
PLB	57	8	4	8	7

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	40	12	7	11	12
FS1	23	13	9	13	13
RCB1	45	14	8	14	14
LCB1	28	11	8	12	11
RCB2	32	7	7	6	7
LCB2	48	6	7	7	6
FS2	31	6	9	6	6

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	6	5	5
P	12	6	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	35	8	7	3
PR	80	7	7	2

LOS ANGELES RAMS 1979

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	15	2	4	3	3
QB2	12	6	9	4	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	26	12	12	11	9
HB2	30	8	8	6	5
FB	32	10	9	9	9

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	88	11	8	4	7
WR2	80	3	5	2	3
WR3	84	5	5	2	4
WR4	87	6	3	1	5
TE1	83	5	5	2	3
TE2	86	3	4	1	5

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	268	8	6
LG	72	260	8	6
C	61	243	12	10
RG	60	252	12	10
RT	78	265	11	9

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	85	10	13	10	10
LT	79	4	9	4	5
RT	90	8	13	8	7
RE	89	9	14	8	9

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LLB	53	12	5	12	13
MLB	64	12	10	11	13
RLB	59	12	4	11	12
PLB	51	8	5	8	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	42	11	12	12	11
FS1	21	14	12	13	14
RCB1	49	13	12	14	13
LCB1	27	11	12	12	11
RCB2	37	6	13	5	6
LCB2	33	10	12	9	10
FS2	25	8	12	8	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	8	3
P	13	6	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	87	8	8	5
PR	29	5	7	1

LOS ANGELES RAIDERS 1983

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	16	11	10	4	4
QB2	6	2	9	4	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	32	13	14	12	12
HB2	33	8	8	7	4
FB	27	9	9	8	7

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	21	12	7	5	6
WR2	80	9	7	4	6
WR3	85	5	5	3	5
WR4	82	5	5	3	4
TE1	46	8	13	8	13
TE2	31	3	5	2	6

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	79	280	7	5
LG	73	260	7	5
C	59	251	7	5
RG	65	265	7	5
RT	70	271	7	5

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	75	10	14	11	9
NT	62	6	10	7	7
RE	77	9	12	8	9

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	83	12	10	11	10
LILB	55	7	5	7	8
RILB	51	9	5	8	8
ROLB	53	11	10	10	12
PLB	56	6	5	5	6

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	36	9	10	9	9
FS1	26	14	10	13	14
RCB1	42	8	9	9	8
LCB1	37	10	9	9	10
RCB2	20	7	10	6	7
LCB2	45	7	9	7	7
FS2	48	6	10	4	6

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	10	11	12
P	8	12	10

	NO.	SPEED	AGILITY	BRK TACKLES
KR	28	10	10	8
PR	34	12	12	6

DENVER BRONCOS 1987

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	7	15	10	6	6
QB2	12	2	9	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	23	10	11	9	5
HB2	33	7	7	6	6
FB	30	4	4	5	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	82	11	9	5	8
WR2	84	13	8	5	6
WR3	80	11	5	4	5
WR4	81	5	5	2	4
TE1	88	9	7	4	5
TE2	89	3	6	3	5

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	70	259	9	6
LG	54	264	9	6
C	62	256	9	6
RG	79	267	9	6
RT	76	269	9	6

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	61	6	8	7	8
NT	71	5	8	7	5
RE	75	10	7	8	10

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	73	11	3	10	11
LILB	77	11	7	11	11
RILB	98	6	4	7	6
ROLB	50	9	4	9	8
PLB	59	8	3	7	7

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	49	10	11	10	10
FS1	22	11	11	10	11
RCB1	45	7	11	8	7
LCB1	36	11	11	11	11
RCB2	27	6	11	8	8
LCB2	28	4	11	5	4
FS2	48	7	10	9	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	5	5
P	2	7	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	35	11	11	7
PR	27	13	14	9

PHILADELPHIA EAGLES 1980

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	7	11	10	4	4
QB2	9	0	10	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	31	11	11	10	12
HB2	33	8	7	7	6
FB	20	7	6	6	6

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	17	11	10	6	8
WR2	85	12	8	6	9
WR3	83	5	5	2	6
WR4	89	5	4	2	4
TE1	84	9	6	4	5
TE2	88	3	5	2	5

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	276	12	9
LG	62	262	9	6
C	50	254	12	9
RG	69	259	9	6
RT	76	264	14	11

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	68	6	8	7	6
NT	65	8	12	7	6
RE	78	7	8	8	9

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	95	12	6	12	11
LILB	66	11	12	11	12
RILB	55	8	6	10	10
ROLB	56	12	6	11	13
PLB	51	10	3	11	11

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	41	9	11	10	9
FS1	22	14	11	14	14
RCB1	46	11	11	12	11
LCB1	43	14	11	13	14
RCB2	24	7	10	6	7
LCB2	27	9	10	7	9
FS2	21	6	12	5	6

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	1	12	3
P	4	6	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	37	11	11	5
PR	21	10	9	5

SAN FRANCISCO 49ERS 1984

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	16	14	13	4	4
QB2	6	1	10	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	26	11	11	11	8
HB2	24	7	7	6	3
FB	33	10	11	11	12

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	87	11	9	6	9
WR2	88	12	8	5	8
WR3	83	13	5	3	5
WR4	85	5	5	3	4
TE1	81	7	6	3	5
TE2	91	7	6	3	5

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	296	14	11
LG	68	264	11	8
C	56	267	15	12
RG	51	265	15	12
RT	71	279	15	12

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	65	9	8	9	7
NT	78	6	11	5	6
RE	76	7	9	7	6

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	86	9	5	11	10
LILB	60	11	6	11	9
RILB	64	10	4	9	9
ROLB	58	10	7	10	10
PLB	90	7	4	8	7

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	27	10	10	9	10
FS1	22	10	9	11	10
RCB1	21	9	10	9	9
LCB1	42	11	9	11	11
RCB2	29	7	9	6	7
LCB2	43	6	9	6	6
FS2	49	6	8	6	6

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	14	6	8
P	4	9	10

	NO.	SPEED	AGILITY	BRK TACKLES
KR	43	12	12	6
PR	41	12	12	6

CINCINNATI BENGALS 1988

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	7	11	10	6	6
QB2	15	0	8	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	21	12	13	12	8
HB2	32	9	8	7	4
FB	30	11	14	11	7

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	85	13	7	4	7
WR2	81	15	10	7	12
WR3	80	7	4	2	3
WR4	89	5	4	1	4
TE1	82	7	6	3	5
TE2	87	3	3	1	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	78	277	15	13
LG	75	280	10	8
C	64	275	10	8
RG	65	276	13	11
RT	74	296	10	8

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	70	8	8	8	9
NT	69	7	14	8	7
RE	99	7	9	6	9

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	51	10	5	10	11
LILB	91	9	7	8	9
RILB	58	7	5	8	8
ROLB	57	10	4	10	10
PLB	53	5	4	6	5

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	33	13	9	13	13
FS1	41	9	9	9	9
RCB1	22	14	9	13	14
LCB1	24	11	9	12	11
RCB2	25	5	9	5	5
LCB2	20	8	10	8	8
FS2	27	5	10	4	5

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	1	6
P	11	3	0

	NO.	SPEED	AGILITY	BRK TACKLES
KR	36	10	10	6
PR	69	11	10	5

OAKLAND RAIDERS 1980

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	16	7	7	4	4
QB2	6	3	6	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	33	9	9	11	7
HB2	22	7	6	7	5
FB	30	10	10	9	8

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	21	13	9	5	9
WR2	85	10	7	4	7
WR3	81	5	3	1	5
WR4	89	11	4	1	5
TE1	88	7	5	2	3
TE2	84	6	4	1	3

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	78	281	12	10
LG	63	254	12	10
C	50	249	7	5
RG	65	271	7	5
RT	70	269	7	5

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	72	10	12	10	10
NT	62	7	12	8	8
RE	73	7	9	9	8

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	83	10	11	11	12
LILB	55	10	9	11	9
RILB	51	8	6	8	8
ROLB	53	10	9	10	12
PLB	57	6	5	5	6

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	36	7	10	7	7
FS1	44	12	9	11	12
RCB1	35	11	9	11	11
LCB1	37	13	9	14	13
RCB2	23	9	9	8	9
LCB2	42	6	9	6	6
FS2	26	4	10	5	4

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	10	8	3
P	8	13	15

	NO.	SPEED	AGILITY	BRK TACKLES
KR	43	9	10	4
PR	43	8	8	5

MIAMI DOLPHINS 1984

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	13	15	14	3	3
QB2	10	0	10	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	22	9	8	8	12
HB2	23	8	9	7	4
FB	34	9	10	8	4

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	85	12	12	8	12
WR2	83	14	12	8	12
WR3	89	8	7	4	5
WR4	81	6	5	2	6
TE1	84	4	6	3	5
TE2	87	7	7	4	5

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	79	261	11	8
LG	61	276	11	8
C	57	255	15	12
RG	64	255	11	8
RT	74	263	11	8

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	75	8	6	7	8
NT	82	7	7	7	7
RE	58	8	7	8	7

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	59	10	3	10	10
LILB	58	8	4	10	8
RILB	51	10	4	10	9
ROLB	56	10	4	11	9
PLB	77	7	4	5	7

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	47	13	9	14	13
FS1	42	11	9	10	11
RCB1	49	12	9	12	12
LCB1	29	12	9	10	12
RCB2	41	5	10	5	5
LCB2	45	7	10	6	7
FS2	44	8	9	7	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	5	10	2
P	4	15	15

	NO.	SPEED	AGILITY	BRK TACKLES
KR	41	10	10	6
PR	41	7	8	3

SAN FRANCISCO 49ERS 1989

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	16	13	15	5	5
QB2	8	3	14	4	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	33	12	11	10	12
HB2	32	7	6	4	3
FB	44	6	6	6	12

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	80	15	14	9	14
WR2	82	13	10	7	9
WR3	85	5	4	2	6
WR4	81	5	4	2	5
TE1	84	7	8	4	6
TE2	89	3	5	2	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	298	7	5
LG	62	264	7	5
C	61	260	7	5
RG	69	275	7	5
RT	79	280	7	5

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	78	6	10	7	7
NT	95	8	12	7	9
RE	75	7	7	8	7

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	94	12	9	11	13
LILB	81	11	6	13	13
RILB	99	9	5	9	7
ROLB	58	10	7	11	12
PLB	53	10	3	9	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	31	11	9	10	11
FS1	42	13	9	12	13
RCB1	29	10	9	9	10
LCB1	26	8	9	9	8
RCB2	21	7	9	6	7
LCB2	22	6	9	7	6
FS2	40	7	9	6	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	6	5	9
P	9	6	5

	NO.	SPEED	AGILITY	BRK TACKLES
KR	32	9	10	4
PR	82	12	13	7

SAN FRANCISCO 49ERS 1981

PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	16	12	13	4	4
QB2	7	0	10	3	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	32	7	9	8	8
HB2	36	5	7	5	6
FB	49	7	8	6	12

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	87	8	11	7	10
WR2	88	11	9

MADDEN NFL® '94 AFC PLAYER RATINGS

DENVER BRONCOS

AFC WEST PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	88	13	88	4	4
QB2	71	11	84	3	2

RUNNING BACKS

	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
HB1	34	9	9	5	5
HB2	33	7	7	5	5
FB	44	7	7	4	4

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	BLOCKERS
WR1	84	10	6	5	8
WR2	88	9	6	4	8
WR3	82	9	5	3	5
WR4	80	9	5	3	4
TE1	89	8	6	5	8
TE2	84	7	5	4	5

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	298	8	8
LG	78	299	8	8
C	62	299	8	8
RG	72	299	8	8
RT	76	299	8	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	9	14	7
P	4		

DEFENSIVE LINE

	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	90	7	6	6	6
NT	71	5	6	7	5
DT	96	6	6	6	6
RE	79	6	5	5	5

LINEBACKERS

	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	56	9	9	9	9
LB2	59	8	8	8	8
LB3	53	8	8	8	8
ROV1	34	12	11	11	12
ROV2	29	12	11	11	12
LCB1	29	12	11	11	12
RCB1	21	11	10	10	11
LCB2	42	8	8	8	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	49	13	10	14	14
FS1	31	13	10	13	13
RCB1	29	12	11	12	12
RCB2	24	12	11	11	11
LCB1	34	12	11	11	12
LCB2	42	8	8	8	8

SPECIAL TEAMS

	NO.	SPEED	ABILITY	BRK TACKLES
KR	86	9	8	2
PR	83	10	11	2

KANSAS CITY CHIEFS

AFC WEST PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	15	13	84	4	3
QB2	12	10	77	3	2

RUNNING BACKS

	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
HB1	32	9	9	5	5
HB2	27	8	8	4	4
FB	42	7	7	3	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	BLOCKERS
WR1	89	9	7	7	8
WR2	83	8	6	6	7
WR3	87	8	6	5	7
WR4	81	8	5	4	6
TE1	82	7	6	5	8
TE2	88	7	5	4	6

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	291	8	8
LG	74	290	8	8
C	61	290	8	8
RG	64	290	8	8
RT	69	289	8	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	8	5
P	11		

DEFENSIVE LINE

	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	96	8	7	7	7
NT	94	8	8	8	8
DT	90	7	7	7	7
RE	70	7	6	6	6

LINEBACKERS

	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	53	9	9	9	9
LB2	54	8	8	8	8
LB3	59	8	8	8	8
ROV1	24	11	10	10	11
ROV2	37	11	10	10	11
LCB1	43	10	9	9	10
RCB1	31	10	9	9	10
RCB2	28	9	8	8	9
LCB2	29	8	8	8	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	38	11	9	11	11
FS1	39	11	9	11	11
RCB1	41	12	11	12	12
RCB2	24	10	10	10	10
LCB1	43	10	9	10	10
LCB2	29	8	8	8	8

SPECIAL TEAMS

	NO.	SPEED	ABILITY	BRK TACKLES
KR	81	8	8	3
PR	82	8	8	3

LOS ANGELES RAIDERS

AFC WEST PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	13	77	4	3
QB2	17	10	70	3	2

RUNNING BACKS

	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
HB1	30	8	8	3	3
HB2	33	8	7	3	3
FB	35	7	7	3	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	BLOCKERS
WR1	81	8	6	4	7
WR2	89	8	5	3	6
WR3	86	8	5	3	5
WR4	88	8	5	3	4
TE1	83	7	5	3	7
TE2	87	7	4	3	6

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	296	8	8
LG	79	295	8	8
C	62	295	8	8
RG	72	295	8	8
RT	77	295	8	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	8	8	4
P	4		

DEFENSIVE LINE

	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	97	8	7	7	7
NT	74	7	7	7	7
DT	93	7	7	7	7
RE	98	6	6	6	6

LINEBACKERS

	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	51	9	9	9	9
LB2	52	8	8	8	8
LB3	58	8	8	8	8
ROV1	25	11	10	10	11
ROV2	31	11	10	10	11
LCB1	40	11	10	10	11
RCB1	28	10	9	9	10
RCB2	42	8	8	8	8
LCB2	34	8	8	8	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	33	11	9	11	11
FS1	48	11	9	11	11
RCB1	26	11	10	11	11
RCB2	25	10	10	10	10
LCB1	39	11	10	11	11
LCB2	42	8	8	8	8

SPECIAL TEAMS

	NO.	SPEED	ABILITY	BRK TACKLES
KR	41	8	8	3
PR	81	10	9	3

SAN DIEGO CHARGERS

AFC WEST PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	10	13	84	4	3
QB2	16	10	77	3	2

RUNNING BACKS

	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
HB1	20	9	9	5	5
HB2	36	8	7	4	4
FB	33	7	7	3	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	BLOCKERS
WR1	81	8	6	4	7
WR2	89	8	5	3	6
WR3	85	8	5	3	5
WR4	87	8	5	3	4
TE1	83	7	5	3	7
TE2	88	7	4	3	6

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	72	292	8	8
LG	74	288	8	8
C	53	287	8	8
RG	71	291	8	8
RT	73	295	8	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	10	3
P	10		

DEFENSIVE LINE

	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	92	9	9	10	10
NT	98	9	10	12	12
DT	96	11	12	13	13
RE	91				

LINEBACKERS

	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	55	11	10	10	10
LB2	57	11	10	10	10
LB3	59	11	10	10	10
ROV1	41	13	12	12	13
ROV2	26	13	12	12	13
LCB1	27	10	9	9	10
RCB1	24	13	12	13	13
RCB2	22	9	8	8	9
LCB2	29	11	11	11	11

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	25	13	12	13	13
FS1	31	13	12	13	13
RCB1	30	14	13	14	14
RCB2	27	10	9	10	10
LCB1	37	13	12	13	13
LCB2	44	9	8	9	9

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	10	3
P	14		

DEFENSIVE LINE

	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	92	9	9	10	10
NT	98	9	10	12	12
DT	96	11	12	13	13
RE	91				

LINEBACKERS

	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	51	11	10	10	10
LB2	57	11	10	10	10
LB3	59	11	10	10	10
ROV1	41	13	12	12	13
ROV2	26	13	12	12	13
LCB1	27	10	9	9	10
RCB1	24	13	12	13	13
RCB2	22	9	8	8	9
LCB2	29	11	11	11	11

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	25	13	12	13	13
FS1	31	13	12	13	13
RCB1	30	14	13	14	14
RCB2	27	10	9	10	10
LCB1	37	13	12	13	13
LCB2	44	9	8	9	9

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	10	3
P	14		

SEATTLE SEAHAWKS

AFC WEST PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	16	10	84	4	3
QB2	10	8	77	3	2

RUNNING BACKS

	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
HB1	40	8	8	3	3
HB2	36	8	7	3	3
FB	32	7	7	3	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	BLOCKERS
WR1	81	8	6	4	7
WR2	88	8	5	3	6
WR3	86	8	5	3	5
WR4	87	8	5	3	4
TE1	83	7	5	3	7
TE2	85	7	4	3	6

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	72	292	10	8
LG	74	288	8	8
C	53	287	8	8
RG	71	291	8	8
RT	73	295	10	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	10	3
P	14		

DEFENSIVE LINE

	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	77	9	9	10	10
NT	92	9	10	12	12
DT	96	11	12	13	13
RE	91				

LINEBACKERS

	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	58	11	10	10	10
LB2	59	11	10	10	10
LB3	53	11	10	10	10
ROV1	40	13	12	12	13
ROV2	28	13	12	12	13
LCB1	24	9	8	8	9
RCB1	30	14	13	14	14
RCB2	22	9	8	8	9
LCB2	29	11	11	11	11

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	26	13	12	13	13
FS1	41	13	12	13	13
RCB1	31	14	13	14	14
RCB2	25	10	9	10	10
LCB1	43	13	12	13	13
LCB2	44	9	8	9	9

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	10	3
P	14		

DEFENSIVE LINE

	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	95	8	8	9	9
NT	77	8	8	9	9
DT	96	11	12	13	13
RE	91				

LINEBACKERS

	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	58	11	10	10	10
LB2	59	11	10	10	10
LB3	53	11	10	10	10
ROV1	40	13	12	12	13
ROV2	28	13	12	12	13
LCB1	24	9	8	8	9
RCB1	30	14	13	14	14
RCB2	22	9	8	8	9
LCB2	29	11	11	11	11

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	26	13	12	13	13
FS1	41	13	12	13	13
RCB1	31	14	13	14	14
RCB2	25	10	9	10	10
LCB1	43	13	12	13	13
LCB2	44	9	8	9	9

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	10	3
P	14		

PITTSBURGH STEELERS

AFC CENTRAL PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	7	11	77	3	3
QB2	14	8	70	2	2

RUNNING BACKS

	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
HB1	34	9	9	5	5
HB2	32	7	7	4	4
FB	33	7	7	3	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	BLOCKERS
WR1	80	9	7	7	9
WR2	82	9	6	6	8
WR3	85	9	6	5	7
WR4	84	9	5	5	6
TE1	87	8	6	5	8
TE2	86	8	5	4	7

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	288	8	8
LG	64	288	8	8
C	63	287	8	8
RG	66	287	8	8
RT	78	290	8	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	7	11	6
P	11		

DEFENSIVE LINE

	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	78	7	7	7	7
NT	70	7	7	7	7
DT	97	8	8	8	8
RE	89				

LINEBACKERS

	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	50	8	8	8	8
LB2	56	8	8	8	8
LB3	57	8	8	8	8
ROV1	43	13	12	12	13
ROV2	36				
LCB1	20	10	9	9	10
RCB1	31	11	10	10	10
RCB2	23	9	8	8	9
LCB2	29	9	8	8	9

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	48	10	9	11	11
FS1	21	11	10	11	11
RCB1	40	12	11	12	12
RCB2	20	10	10	10	10
LCB1	37	11	10	11	11
LCB2	47	10	10	10	10

SPECIAL TEAMS

	NO.	SPEED	ABILITY	BRK TACKLES
KR	81	8	8	3
PR	82	8	8	3

HOUSTON OILERS

AFC CENTRAL PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	1	14	84	4	3
QB2	14	10	77	3	2

RUNNING BACKS

	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
HB1	32	9	9	5	5
HB2	34	8	8	4	4
FB	44	7	7	3	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	BLOCKERS
WR1	84	10	7	7	10
WR2	83	9	6	6	9
WR3	80	9	5	5	8
WR4	87	9	5	5	7
TE1	86	8	6	5	9
TE2	85	8	5	4	8

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	288	8	8
LG	66	288	8	8
C	61	290	8	8
RG	69	293	8	8
RT	78	290	8	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	10	7	4
P	17		

DEFENSIVE LINE

	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	96	8	8	9	9
NT	94	8	8	9	9
DT	97	9	10	11	11
RE	70	8	7	8	8

LINEBACKERS

	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	56	10	10	10	10
LB2	58	9	9	9	9
LB3	57	10	9	10	10
ROV1	43	13	12	12	13
ROV2	36				
LCB1	20	10	9	9	10
RCB1	31	11	11	11	11
RCB2	23	9	8	8	9
LCB2	29	9	8	8	9

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	48	10	9	11	11
FS1	21	11	10	11	11
RCB1	40	12	11	12	12
RCB2	20	10	10	10	10
LCB1	37	11	10	11	11
LCB2	47	10	10	10	10

SPECIAL TEAMS

	NO.	SPEED	ABILITY	BRK TACKLES
KR	81	8	8	3
PR	82	8	8	3

CLEVELAND BROWNS

AFC CENTRAL PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	19	11	77	3	2
QB2	11	9	70	2	1

RUNNING BACKS

	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
HB1	33	8	8	4	4
HB2	34	7	7	3	3
FB	44	6	6	3	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	BLOCKERS
WR1	83	9	7	7	9
WR2	84	8	6	6	8
WR3	81	8	6	5	7
WR4	82	8	5	4	6
TE1	89	8	6	5	8
TE2	88	7	5	4	6

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	66	289	8	8
LG	63	290	8	8
C	56	290	8	8
RG	64	290	8	8
RT	69	285	8	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	8	5
P	11		

DEFENSIVE LINE

	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	96	8	7	7	7
NT	90	8	8	8	8
DT	70	8	8	7	7
RE	97	7	7	6	6

LINEBACKERS

	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	52	9	9	9	9
LB2	55	8	8	8	8
LB3	50	8	8	8	8
ROV1	49	13	12	12	13
ROV2	41	13	12	12	13
LCB1	29	9	8	8	9
RCB1	25	10	9	9	10
RCB2	39	12	11	11	12

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	38	11	9	11	11
FS1	39	11	9	11	11
RCB1	41	12	11	12	12
RCB2	24	10	10	10	10
LCB1	43	10	9	10	10
LCB2	29	8	8	8	8

SPECIAL TEAMS

	NO.	SPEED	ABILITY	BRK TACKLES
KR	81	8	8	3
PR	82	8	8	3

CINCINNATI BENGALS

AFC CENTRAL PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	8	12	84	4	3
QB2	3	8	77	3	1

RUNNING BACKS

	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
HB1	34	13	14	7	12
HB2	33	4	4	3	3
FB	44	4	4	2	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	BLOCKERS
WR1	89	9	7	7	8
WR2	88	8	6	6	7
WR3	87	8	6	5	7
WR4	81	8	5	4	6
TE1	82	8	6	5	8
TE2	84	7	5	4	6

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	291	10	8
LG	74	290	8	8
C	61	290	8	8
RG	64	290	8	8
RT	69	289	8	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	8	5
P	11		

DEFENSIVE LINE

	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	90	8	8	9	9
NT	71	6	6	7	6
DT	96	11	12	13	13
RE	79				

LINEBACKERS

	NO.	SPEED	TACKLING	ABILITY	AWARENESS
LB1	56	10	10	10	10
LB2	59	9	9	9	9
LB3	53	9	9	9	9
ROV1	34	12	11	11	12
ROV2	29	12	11	11	12
LCB1	29	12	11	11	12
RCB1	21	11	10	10	11
LCB2	42	8	8	8	8

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	49	13	10	14	14
FS1	31	13	10	13	13
RCB1	29	12	11	12	12
RCB2	24	12	11	11	11
LCB1	34	12	11	11	12
LCB2	42	8	8	8	8

SPECIAL TEAMS

	NO.	SPEED	ABILITY	BRK TACKLES
KR	86	9	8	2
PR	83	10	11	2

BUFFALO BILLS

AFC EAST PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	11	84	4	3
QB2	14	8	77	3	1

RUNNING BACKS

	NO.	SPEED	ABILITY	BREAK TACKLES	HANDS
HB1	34	13	14	7	12
HB2	33	4	4	3	3
FB	44	4	4	2	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	BLOCKERS
WR1	89	9	7	7	8
WR2	83	8	6	6	7
WR3	87	8	6	5	7
WR4	81	8	5	4	6
TE1	82	8	6	5	8
TE2	84	7	5	4	6

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	70	298	10	8
LG	51	299	8	8
C	62	299	8	8
RG	65	299	8	8
RT	75	315	10	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	8	5
P	11		

DEFENSIVE LINE

	NO.	SPEED	TACKLING	ABILITY	PURSUIT
LE	90	8	8	9	9
NT	71	6	6

NATIONAL FOOTBALL CONFERENCE

MADDEN NFL '94

MADDEN NFL® '94 NFC PLAYER RATINGS

CHICAGO BEARS

NFC CENTRAL PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	4	10	10	7	6
QB2	10	2	7	3	1

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	35	9	8	5	7
HB2	33	7	6	4	3
FB	45	9	4	5	6

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	87	6	8	5	7
WR2	82	9	7	5	8
WR3	80	4	3	2	4
WR4	81	7	4	3	5
TE1	85	5	4	6	4
TE2	48	4	3	4	2

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	70	279	11	8
LG	62	273	11	8
C	58	261	7	7
RG	73	271	7	7
RT	78	283	6	9

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	93	6	5	4	5
DLT	72	7	7	7	7
DRT	76	8	8	7	7
RE	95	11	9	8	9

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	54	10	8	11	9
LILB	51	10	6	9	6
RILB	55	9	10	9	10
ROLB	92	10	9	10	9

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	20	10	10	10	10
FS1	23	11	11	9	11
RCB1	47	13	12	12	13
LCB1	37	12	13	12	12
RCB2	32	10	10	10	10
LCB2	24	10	10	10	10
FS2	36	8	7	7	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	6	3	6
P	17	9	3

	NO.	SPEED	AGILITY	BRK TACKLES
KR	80	10	7	2
PR	80	10	7	2

DALLAS COWBOYS

NFC EAST PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	8	13	14	5	4
QB2	7	10	10	5	4

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	22	15	15	15	9
HB2	25	8	8	8	4
FB	48	7	2	3	7

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	88	13	14	15	15
WR2	80	11	4	4	6
WR3	82	9	2	3	6
WR4	85	8	2	2	6
TE1	84	8	7	5	5
TE2	87	3	3	2	5

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	71	292	12	11
LG	61	312	12	10
C	53	272	11	10
RG	63	283	11	10
RT	79	322	12	10

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	12	11	11	12
DLT	75	11	14	10	11
DRT	67	11	14	10	11
RE	94	13	11	12	12

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	57	13	15	15	13
LILB	58	12	11	12	11
RILB	55	12	15	15	14
ROLB	51	13	15	15	13

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	27	14	14	13	14
FS1	37	14	13	14	14
RCB1	24	15	15	15	15
LCB1	26	15	15	15	15
RCB2	47	11	10	9	11
LCB2	23	11	9	10	11
FS2	28	9	6	7	9

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	2	8	3
P	4	10	8

	NO.	SPEED	AGILITY	BRK TACKLES
KR	29	10	8	3
PR	85	6	5	2

ATLANTA FALCONS

NFC WEST PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	11	10	5	3
QB2	3	6	10	5	3

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	28	6	5	4	1
HB2	44	9	5	3	2
FB	38	5	4	5	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	81	14	9	3	10
WR2	80	10	13	8	12
WR3	85	7	8	4	5
WR4	35	7	4	3	5
TE1	88	3	3	3	3
TE2	83	6	3	2	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	79	279	12	5
LG	66	295	11	4
C	64	284	9	4
RG	75	281	10	4
RT	70	300	11	4

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	76	9	9	9	9
DLT	97	5	7	6	6
DRT	67	5	8	5	6
RE	99	6	6	6	6

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	52	7	6	7	6
LILB	54	8	8	6	6
RILB	58	8	9	6	5
ROLB	56	7	7	6	6

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	42	10	9	8	10
FS1	25	11	7	8	11
RCB1	21	14	9	11	14
LCB1	22	14	9	11	14
RCB2	24	8	7	7	8
LCB2	39	8	7	7	8
FS2	22	7	8	7	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	9	13	11
P	17	8	7

	NO.	SPEED	AGILITY	BRK TACKLES
KR	21	15	13	3
PR	21	15	4	3

DETROIT LIONS

NFC CENTRAL PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	8	8	5	4
QB2	9	7	10	5	2

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	20	13	15	11	6
HB2	34	4	4	2	1
FB	26	4	4	4	2

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	80	10	9	3	9
WR2	86	8	6	3	7
WR3	87	6	3	1	6
WR4	84	11	10	8	10
TE1	89	3	3	4	2
TE2	82	3	4	3	2

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	75	287	8	8
LG	64	285	6	6
C	64	281	7	7
RG	72	284	6	6
RT	76	277	8	8

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	93	9	7	8	8
DLT	90	6	8	7	7
DRT	96	8	9	7	6
RE	94	9	7	8	9

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	58	9	7	9	7
LILB	54	7	7	7	7
RILB	56	14	11	14	14
ROLB	59	11	10	11	11

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	35	10	10	10	10
FS1	36	9	10	8	9
RCB1	32	10	10	10	10
LCB1	39	12	11	11	12
RCB2	33	8	9	9	8
LCB2	38	9	9	8	9
FS2	21	7	9	6	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	4	8	10
P	6	12	7

	NO.	SPEED	AGILITY	BRK TACKLES
KR	23	13	12	3
PR	23	13	7	3

NEW YORK GIANTS

NFC EAST PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	4	10	3	2
QB2	17	0	3	3	1

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	27	11	11	11	7
HB2	30	6	7	1	1
FB	33	7	6	6	2

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	83	9	8	5	7
WR2	89	8	7	2	6
WR3	81	11	7	1	4
WR4	80	8	2	2	4
TE1	86	4	3	2	3
TE2	87	7	5	3	3

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	76	305	8	8
LG	61	280	6	8
C	65	264	7	9
RG	59	290	6	9
RT	72	275	8	9

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	77	7	5	5	7
DLT	93	5	7	7	6
DRT	74	6	8	6	5
RE	75	7	5	5	7

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	58	11	6	10	11
LILB	99	8	7	7	7
RILB	52	12	5	10	9
ROLB	56	13	7	11	9

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	47	11	12	11	11
FS1	38	11	12	11	11
RCB1	23	11	11	11	11
LCB1	25	11	11	11	11
RCB2	39	9	9	8	9
LCB2	22	9	9	8	9
FS2	29	8	11	8	8

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	3	6	4
P	5	12	7

	NO.	SPEED	AGILITY	BRK TACKLES
KR	30	9	14	5
PR	30	9	10	5

LOS ANGELES RAMS

NFC WEST PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	11	11	10	5	5
QB2	14	1	4	3	2

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	43	11	10	11	6
HB2	24	8	7	8	4
FB	36	5	4	3	2

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	80	10	8	3	8
WR2	83	11	6	2	7
WR3	89	6	5	2	6
WR4	81	6	2	2	8
TE1	88	4	5	3	3
TE2	86	3	5	3	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	77	305	11	7
LG	66	275	11	7
C	61	300	11	7
RG	69	285	11	7
RT	78	284	11	7

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	97	7	5	6	6
DLT	96	5	6	4	5
DRT	90	5	7	5	4
RE	70	7	6	7	6

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	56	11	9	10	10
LILB	53	7	7	8	5
RILB	52	7	8	7	5
ROLB	58	8	5	7	6

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	26	8	11	8	8
FS1	37	7	11	8	7
RCB1	29	10	5	10	10
LCB1	41	10	9	8	10
RCB2	31	10	8	8	10
LCB2	28	10	7	9	10
FS2	23	7	10	9	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	10	6	7
P	17	8	3

	NO.	SPEED	AGILITY	BRK TACKLES
KR	81	9	7	3
PR	81	9	7	3

GREEN BAY PACKERS

NFC CENTRAL PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	4	9	11	7	5
QB2	8	5	4	3	2

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	32	6	7	3	6
HB2	39	5	6	3	3
FB	42	5	2	4	3

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	84	14	15	15	15
WR2	85	5	2	3	6
WR3	82	4	4	2	5
WR4	87	5	4	2	4
TE1	80	6	6	6	5
TE2	86	4	3	1	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	71	286	10	6
LG	52	280	9	5
C	63	275	10	5
RG	65	305	9	5
RT	79	299	10	5

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	92	12	9	13	13
DLT	64	6	9	6	7
DRT	77	8	12	8	10
RE	62	9	7	9	8

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	59	9	6	7	7
LILB	91	10	10	9	9
RILB	53	8	8	7	6
ROLB	90	11	10	11	11

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	36	10	10	10	10
FS1	45	10	10	10	10
RCB1	47	10	10	10	10
LCB1	27	10	10	10	10
RCB2	31	6	10	7	6
LCB2	21	6	9	7	6
FS2	24	6	8	8	6

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	13	12	8
P	9	6	4

	NO.	SPEED	AGILITY	BRK TACKLES
KR	81	9	8	2
PR	27	9	9	2

PHILADELPHIA EAGLES

NFC EAST PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	14	12	9	7
QB2	11	0	3	3	1

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	34	12	9	10	7
HB2	32	6	6	5	4
FB	23	8	6	7	5

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	89	7	7	2	6
WR2	86	11	11	11	10
WR3	81	5	4	1	4
WR4	85	7	3	1	6
TE1	41	7	5	5	6
TE2	84	6	4	4	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	71	279	6	8
LG	62	290	6	8
C	72	275	6	8
RG	61	284	6	9
RT	78	324	7	10

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	97	12	12	12	12
DLT	77	10	11	10	10
DRT	90	9	11	10	11
RE	96	11	12	12	12

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	59	13	9	14	14
LILB	57	9	8	9	9
RILB	56	10	11	10	9
ROLB	51	13	10	13	13

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	38	10	13	11	10
FS1	42	10	13	11	10
RCB1	21	14	12	14	14
LCB1	29	14	13	14	14
RCB2	30	9	7	9	9
LCB2	24	8	9	9	8
FS2	25	7	11	8	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	7	9	3
P	5	9	6

	NO.	SPEED	AGILITY	BRK TACKLES
KR	22	8	7	3
PR	22	8	9	3

NEW ORLEANS SAINTS

NFC WEST PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	18	6	10	4	3
QB2	4	5	8	3	1

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	21	8	7	4	8
HB2	32	8	6	6	3
FB	22	7	5	5	8

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	89	11	5	3	6
WR2	84	10	11	10	11
WR3	88	7	4	3	5
WR4	83	6	3	3	7
TE1	85	3	4	4	4
TE2	82	3	4	4	3

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	71	285	11	5
LG	72	298	12	5
C	61	252	12	5
RG	60	289	11	5
RT	70	278	11	6

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	93	11	8	10	11
DLT	69	9	11	10	9
DRT	94	9	12	9	10
RE	73	11	10	12	12

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	57	15	14	15	14
LILB	51	14	14	14	14
RILB	53	12	12	12	12
ROLB	99	11	10	11	11

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	29	13	15	13	13
FS1	28	13	15	13	13
RCB1	27	15	15	15	15
LCB1	41	15	15	15	15
RCB2	37	10	10	10	10
LCB2	26	10	10	10	10
FS2	46	7	8	7	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	7	15	13
P	6	13	10

	NO.	SPEED	AGILITY	BRK TACKLES
KR	86	9	10	3
PR	86	9	10	3

MINNESOTA VIKINGS

NFC CENTRAL PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	12	6	9	3	2
QB2	9	7	10	3	2

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	21	12	11	11	8
HB2	44	7	6	4	4
FB	87	3	2	3	1

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	82	7	5	2	5
WR2	86	8	8	3	8
WR3	86	5	4	2	4
WR4	89	6	4	2	4
TE1	83	6	5	4	5
TE2	85	4	5	2	4

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	65	282	9	9
LG	64	270	9	9
C	60	263	9	9
RG	69	285	8	8
RT	76	296	8	8

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	98	8	9	8	9
DLT	97	10	10	9	8
DRT	93	10	12	10	9
RE	56	7	10	8	8

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	51	12	11	12	11
LILB	50	10	9	10	10
RILB	55	11	12	12	11
ROLB	91	12	11	12	12

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	38	14	14	13	14
FS1	25	14	14	13	14
RCB1	26	15	15	15	15
LCB1	39	14	13	14	14
RCB2	28	9	9	8	9
LCB2	27	10	10	10	10
FS2	32	7	9	7	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	7	12	8
P	18	15	6

	NO.	SPEED	AGILITY	BRK TACKLES
KR	27	11	9	3
PR	27	11	9	3

PHOENIX CARDINALS

NFC EAST PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	3	9	9	6	3
QB2	7	5	5	3	1

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	23	10	8	7	6
HB2	20	6	6	3	7
FB	37	6	3	3	9

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	84	12	10	3	10
WR2	87	9	9	3	7
WR3	81	10	11	3	9
WR4	86	8	5	3	7
TE1	82	4	3	2	4
TE2	85	3	4	2	3

OFFENSIVE LINE

	NO.	WEIGHT	PASS BLOCKING	RUN BLOCKING
LT	67	295	10	4
LG	73	295	10	4
C	59	306	9	4
RG	61	290	10	5
RT	65	310	10	5

DEFENSIVE LINE

	NO.	SPEED	TACKLING	AGILITY	PURSUIT
LE	98	10	9	9	11
DLT	63	8	9	7	9
DRT	79	8	12	8	10
RE	75	11	9	10	10

LINEBACKERS

	NO.	SPEED	TACKLING	AGILITY	AWARENESS
LOLB	56	11	11	11	11
LILB	58	6	8	7	7
RILB	90	7	7	7	7
ROLB	50	12	10	12	10

DEFENSIVE BACKS

	NO.	SPEED	TACKLING	PASS COVERAGE	INTERCEPTIONS
SS	38	9	13	9	9
FS1	26	8	10	8	8
RCB1	29	9	8	9	9
LCB1	35	11	7	11	11
RCB2	23	8	7	7	8
LCB2	40	8	7	7	8
FS2	42	7	8	7	7

SPECIAL TEAMS

	NO.	RANGE	ACCURACY
K	1	5	4
P	16	9	8

	NO.	SPEED	AGILITY	BRK TACKLES
KR	20	9	12	4
PR	20	9	12	4

SAN FRANCISCO 49ERS

NFC WEST PLAYER RATINGS

QUARTERBACKS

	NO.	PASS RANGE	PASS ACCURACY	SPEED	SCRAMBLING
QB1	8	9	13	8	7
QB2	13	11	10	3	2

RUNNING BACKS

	NO.	SPEED	AGILITY	BREAK TACKLES	HANDS
HB1	32	11	10	9	10
HB2	22	7	8	3	5
FB	44	6	2	3	7

RECEIVERS

	NO.	SPEED	CATCHING	BREAK TACKLES	QUICKNESS
WR1	80	12	13	11	12
WR2	82